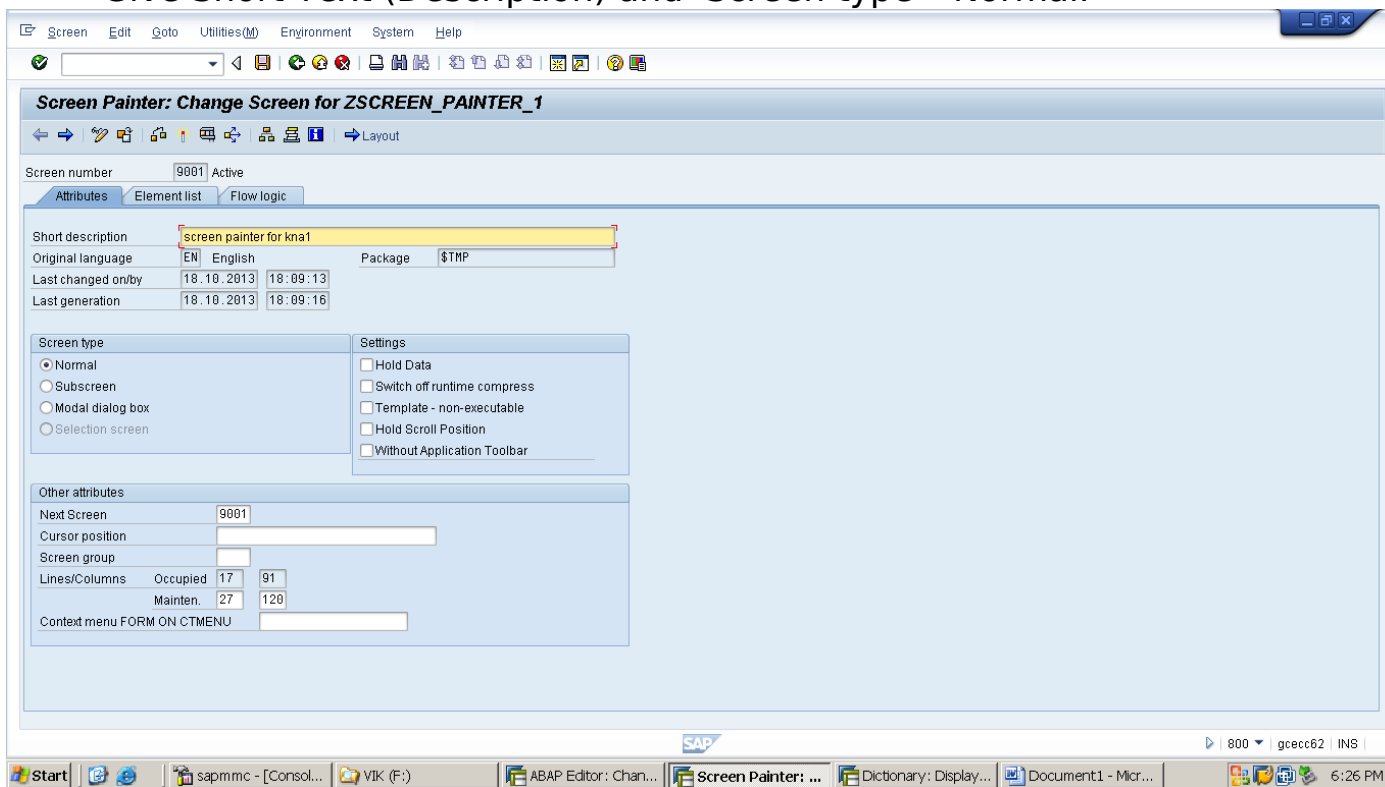




Steps to work with Screen Painter

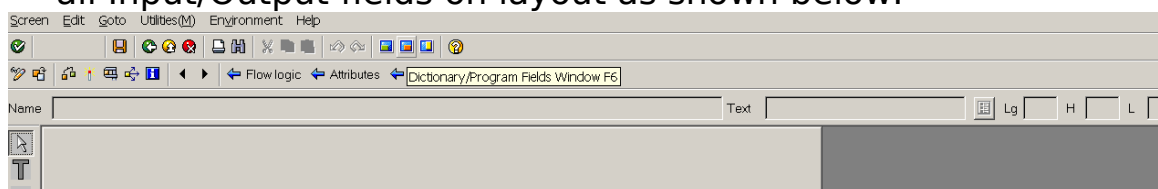
Step 1 →

- Create an Executable program (SE38), for each Create screen to be created Execute SE51.
Note:- program's name in Executable program and screen painter must be same.
- Write the Same program name and Screen number (9000 - 9999).
- Click on Create.
- Give Short Text (Description) and Screen type - Normal.



Step 2 →

- Click on  button as shown on screen , a graphical screen painter appears.
- Click on Dictionary/Program fields Window (f6)  button for all Input/Output fields on layout as shown below.



- A window appears , here write a table name in Table/Field Name and Press Enter. Data will be displayed.

Screen Painter: Dict./Program Fields

Table/Field Name:

Switch:

	Table/Field Name		Description	I/O Field	Text						Copy as		
	Table Name	Field Name			None	Short	Medium	Long	Header	Text	ChkB	RadB	
<input type="checkbox"/>	KNA1	MANDT		<input checked="" type="checkbox"/> CLNT 3	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Client	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	KUNNR		<input checked="" type="checkbox"/> CHAR 10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	LAND1		<input checked="" type="checkbox"/> CHAR 3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	NAME1		<input checked="" type="checkbox"/> CHAR 35	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	NAME2		<input checked="" type="checkbox"/> CHAR 35	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Name 2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	ORT01		<input checked="" type="checkbox"/> CHAR 35	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	PSTLZ		<input checked="" type="checkbox"/> CHAR 10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	REGIO		<input checked="" type="checkbox"/> CHAR 3	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Region	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	SORTL		<input checked="" type="checkbox"/> CHAR 10	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Search term	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	STRAS		<input checked="" type="checkbox"/> CHAR 35	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Street	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	TELF1		<input checked="" type="checkbox"/> CHAR 16	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Telephone 1	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	TELF2		<input checked="" type="checkbox"/> CHAR 31	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fax Number	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	XCPDK		<input checked="" type="checkbox"/> CHAR 1	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	One-time acct	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	ADRNR		<input checked="" type="checkbox"/> CHAR 10	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Address	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	MCOD1		<input checked="" type="checkbox"/> CHAR 25	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Name	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	MCOD2		<input checked="" type="checkbox"/> CHAR 25	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Name 2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	KNA1	MCOD3		<input checked="" type="checkbox"/> CHAR 25	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	City	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Choose fields that you want to use and press enter.
- A screen will displayed with all levels and text boxes.
- Choose two buttons from left panel Such as Submit and Back.
(Double click on a button first to fill
Its mandatory information i.e. name, text,FctCode...

Screen Painter: Attributes

El. type: Pushbutton

Name:

Text:

Icon Name:

Tooltip:

Line: Def.Length:

Column: Vis.Length:

Height:

Groups:

Switch:

FctCode: FctType:

Context Menu Form:

Attributes

Dict | Program | Display

Format:

☐ From dict. Modify:


Conv. Exit:

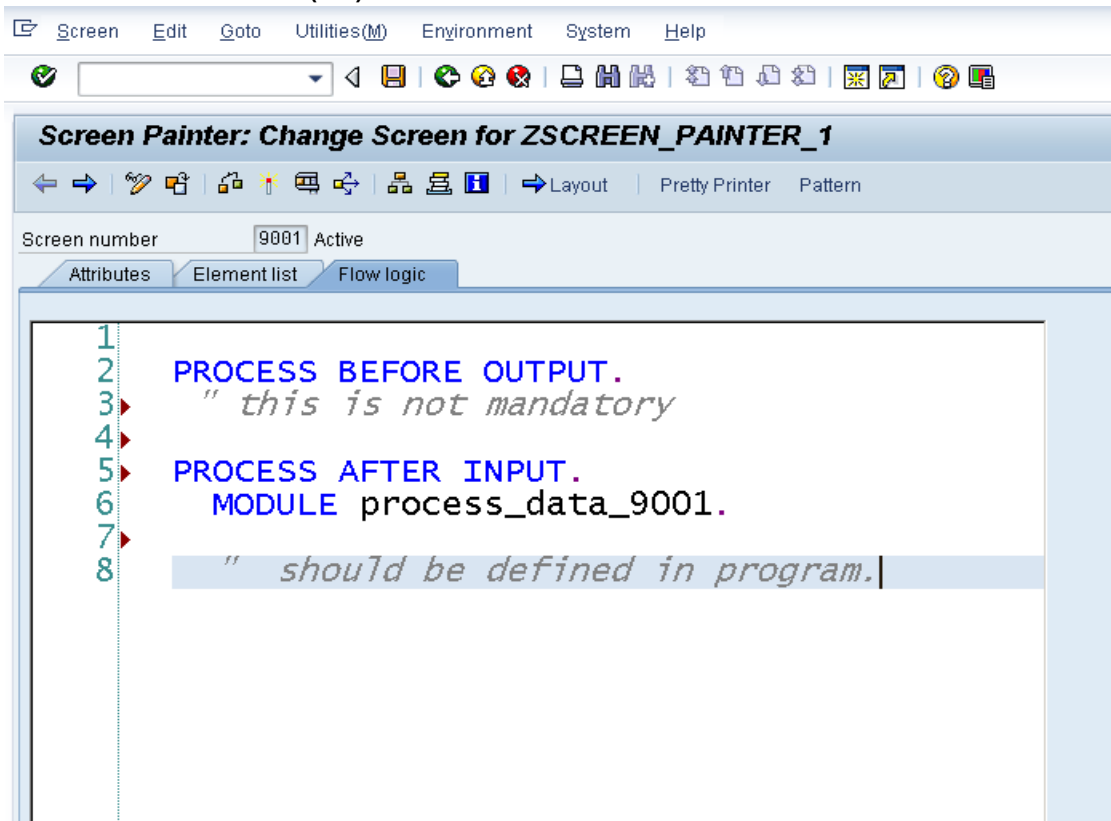
- Now your Screen look like this screen. You can choose icons also as seen below (from its attributes - Icon name).
- Save it and Activate it.

The screenshot displays a screen design tool interface. At the top, there is a toolbar with various icons for design and development. Below the toolbar, a navigation bar includes tabs for 'Flow logic', 'Attributes', and 'Element List'. The main workspace shows a form layout with the following fields:

Customer	<input type="text"/>
Country	<input type="text"/>
Name	<input type="text"/>
City	<input type="text"/>
Postal Code	<input type="text"/>

Below the form fields, there are two buttons: a 'Submit' button with a green checkmark icon and a 'Back/Cancel' button with a red X icon. The left side of the interface features a vertical toolbar with icons for selection, text, and other UI elements.

- Click on  (f9) button from same window.



- Save it and activate it.

Step 3 →

- Go to Program and implement all the modules called
....

REPORT ZSCREEN_PAINTER_1.

tables kna1.

call screen 9001.

module process_data_9001 **input.** " here you can write input or output which are optional (as per your requirement).....

CASE sy-ucomm.

WHEN 'SUB'.

INSERT KNA1 **FROM** KNA1.

IF SY-SUBRC = 0.

MESSAGE 'Data successfully saved. ' type 'S'.

else.

MESSAGE 'Record already exists. ' type 'E'.

ENDIF.

```
    WHEN 'BACK'.  
        LEAVE TO SCREEN 0. "ALWAYS ONE SCREEN BACK."  
    ENDCASE.  
endmodule.
```